CARTRIDGE INSTRUCTION

MENU

RootBeer TAPPER

FOR COLECOVISION® & ADAM™ FAMILY COMPUTER SYSTEM

COLECO

Root Beer TAP

— M

APPETIZER

FOR STARTERS

MAKE SURE YOUR COLECOVISION® OR ADAM™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

One-Player Game
Use the Port 1 Controller.

Two-Player Game (Alternating Players)
Player 1 uses the Port 1 Controller. Player 2 uses the Port 2 Controller. Player 1 goes first and each turn lasts until a mug breaks or the soda jerk is thrown out of the

SHORT ORDERS

1. **Control Stick.** Move the Control Stick up or down to move from one counter to another.

Move the Control Stick left or right to run down the counter to retrieve empty mugs or pick up tips.

Move the Control Stick left or right to move along the counter to a soda can on the bonus Root Beer Hunter Screen.

2. **Side Buttons.** Press either Side Button to fill a mug with root beer from the tap. Release the Side Button to slide the mug down the counter to a customer.

Press either Side Button to open the can you have selected on the bonus Root Beer Hunter Screen.

fountain.

Place your order

Press the Cartridge Reset Button. The Title Screen for Tapper will appear on your TV. Wait for the Skill Menu to appear. It contains a list of eight game options.

Skill 1 (Game Options 1 and 5) is the easiest. Each player starts with eight mugs.

Skill 2 (Game Options 2 and 6) is a little harder. Each player starts with six mugs.

Skill 3 (Game Options 3 and 7) plays at the difficulty and timing of an arcade machine. Each player starts with five mugs.

Skill 4 (Game Options 4 and 8) is really tough! Each player starts with four mugs.

Select a game option by pressing the corresponding number on your Controller Keypad.

3. Keypad. Use Keypad Buttons 1-8 to pick a Game Option before beginning a game. Press * after a game to replay the Game Option you have just completed. Press # after a game to return to the Game Option Screen.

A Pause For Refreshment

To pause the action during a game, press * on your controller. The fountain disappears and the Pause Music plays. Press * again and the fountain reappears at the point at which you paused. There is a brief delay for you to size up the situation before play begins again.

BEVERAGE

We serve only one beverage here at Sam's Soda Fountain—Sam's old-fashioned homemade root beer! In fact, the demand for frosty mugs of that foamy, taste-tempting, mouth-watering delight is so great that Sam's got to stay on the run to keep the customers satisfied—they keep coming back for more! Those thirsty patrons can't get enough of a good thing!

Fortunately for his customers, there are four counters and four root beer taps in every one of Sam's Soda Fountains. Unfortunately for Sam, the eager clientele have been known to eject him from the premises when service is too slow! Sometimes, Sam gets flustered and flings one too many root beers down the counter or fails to catch a mug returning for a refill. That's not good for business! It's a hard day's work, but scrupulous Sam won't close his fountain until every customer's thirst has been quenched!

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PPER
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Welcome to Sam's Soda Fountain, serving the finest in refreshments for your pleasure! Please read our menu for a complete listing of all the luscious, flavorful treats we have to offer. We hope you'll enjoy your visit with us, and we hope you'll return to Sam's again and again!

ENTREE

Step right up, pardner, and place your order! What'll it be? Some rootin' tootin' root beer at Sam's Western Soda Fountain. Folks 'round these parts work up a powerful thirst! They keep pushin' through them swingin' doors, and keep ol' Sam busy as a june bug tryin' to serve 'em all! He aims to please! Those wranglers and ranchers reward good service with a tip, and Sam returns the favor by presentin' a little entertainment to accompany the quality refreshment!

Rah! Rah! Give me an R, give me an O. . . ! Root and cheer for cold root beer, at Sam's Stadium Soda Fountain! It's time out for those parched sports fans, and they're ready to go for it! There's plenty of action for Sam, who has to try to keep up with all the orders. Sometimes a satisfied customer will leave Sam a tip, and he gets a breather when they turn to watch the half-time show. Now's his chance to pick up some of those returning empties!

It's out of this world! The rocket root beer, that is, served at Sam's Space Soda Fountain. One sip and it'll put you in orbit! There's nothing alien about it—Sam's spacy customers love to fuel up on this delectable drink! The taste is so cosmic, it inspires a galaxy of gratuities from contented consumers. That inspires Sam to present his famous, far-out floor show! For astronomical and gastronomical delights, there's no place like it in the whole solar system!

DE ORDERS

ut a little extra on the side, to add cial something to your selection? enjoyment, we offer the bonus er Hunter Screen. Sneaky Pete, lking scoundrel, enters stealthily am's not paying attention and p five of the six root beer cans on ter. Then the sodas are scrambl- must move to a can and open it, 's the one that wasn't shaken. If ses correctly, there's a big bonus If he doesn't—well . . .

emember that tipping at Sam's is ncouraged, and Sam shows his tion by providing entertainment king up a tip. However, if a mug eer is served to a customer whose urned to watch the festivities, it'll nt by and crash!

DESSERT

Sam's Price List

SERVICE	PRICE
Customer served at first Western Soda Fountain	50
Customer served at Stadium Soda Fountain	75
Customer served at second Western Soda Fountain	100
Customer served at Space Soda Fountain	150
Empty mug caught	100
Tip picked up	1500
Fountain closed	1000
Unshaken Can Bonus	3000

Sam gets an extra mug (game life) at 20,000 points and at every 60,000 points thereafter.

Seconds

The Reset Button on the console stops the game and returns you to the Title Screen. It can be used to start a new game at any time or in the event of game malfunction.

THE FUN OF DISCOVERY

This instruction guide provides the basic information you'll need to start playing Tapper, but it is only the beginning! You'll find that this cartridge contains special features that make this game exciting every time you play. Experiment with different techniques—and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that the physical components of this cartridge will be free of defects in the material and workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship of the cartridge shall be limited to repair or replacement at an authorized Coleco Service Center. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

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This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Owner's Manual carefully before using your cartridge. If your cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Operating Tips Manual. If you cannot correct the malfunction **after** consulting this manual, please call Customer Service on Coleco's **toll-free service hotline: 1-800-842-1225 nationwide.** This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Time, Monday through Friday.

If Customer Service advises you to return your cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem to the Service Center you have been directed to return it to. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: **1-800-842-1225 nationwide.**

IMPORTANT: SAVE YOUR RECEIPTS SHOWING DATE OF PURCHASE.

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